This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

1. (Currently Amended) A system for transport agnostic pull mode messaging comprising:

a plurality of first clients of a user, each first client for sending a corresponding first message to a corresponding first adapter using a corresponding first communication protocol, receiving a corresponding response from the corresponding first adapter using the corresponding first communication protocol indicating that the corresponding first message was received, and resending the corresponding first message to the corresponding first adapter using the corresponding first communication protocol if the response from the corresponding first adapter is not received within a predetermined time period;

the corresponding first adapter for each first client, each first adapter receiving the corresponding first message and sending the response to the corresponding first client using the corresponding first communication protocol indicating that the corresponding first message was received, generating a corresponding second message based on the corresponding first message, and sending the corresponding second message to a common server engine using a common second communication protocol;

the common server engine~~, such common server engine~~ for receiving each second message and executing at least one instruction based on the received second message, the at least one executed instruction including a query derived from the second message for particular ones of electronic communications to the user as already received and stored by the common server engine, the common server engine for retrieving from a storage device the particular ones of the electronic communications to the user according to the query and sending the retrieved electronic communications to an endpoint comprising another first client of the user different from the first client of the user corresponding to the query, the endpoint being identified by the user in the first message by way of an identifier of the endpoint, the common server engine for determining the endpoint from the identifier thereof from the second message and storing the retrieved electronic communications in a queue corresponding to the determined endpoint, the determined endpoint accessing the queue and pulling the stored electronic communications therefrom; and

a message storage for storing data associated with each second message,

the first communication protocol corresponding to each first client being different from the first communications protocol corresponding to every other first client, each first adapter being constructed to communicate with the corresponding first client according to the corresponding and differing first commutation protocol, every first adapter being constructed to communicate with the common server engine according to the common second communication protocol, each first adapter being local to the common server engine and remote from the corresponding first client.

2. (Original) The system of claim 1, further comprising:

a second client for receiving a third message from a second adapter using a third communication protocol; and

a second adapter for receiving a fourth message from the server engine using the protocol, generating a third message based on the fourth message, and sending the third message to a second client using a third communication protocol.

3. (Original) The system of claim 1, wherein the at least one instruction comprises an instruction for storing data associated with the second message in a storage device.

4. (Previously Presented) The system of claim 3, wherein one of the server engine and the adapter determines if the second message is a duplicate message already stored, and if so, rejects the second message.

5. (Original) The system of claim 3, wherein the storage device comprises a queue associated with an endpoint.

6. (Original) The system of claim 5, wherein the endpoint is associated with the first client.

7. (Original) The system of claim 5, wherein the endpoint is associated with at least one of a user, a client, and an application different from the client.

8-10 (Canceled)

11. (Original) The system of claim 1, wherein the first client generates the first message prior to sending the first message, the first message comprising a unique message identifier.

12. (Original) The system of claim 1, wherein the first adapter or the server engine determines if the received first message is a duplicate of an already received message.

13. (Original) The system of claim 1, wherein the first client device generates a first client device specific unique identifier corresponding to the first message, stores the first client specific identifier, and sends the client specific identifier along with the first message to the first adapter.

14. (Original) The system of claim 1, wherein the response comprises a first client specific unique message identifier, and the first client verifies that the received first client specific identifier corresponds to a stored first client specific identifier.

15. (Original) The system of claim 1, wherein the first communication protocol is different from the second communication protocol.

16. (Original) The system of claim 2, wherein the second communication protocol is different from the third communication protocol.

17. (Original) The system of claim 2, wherein the third communication protocol is different from the first communication protocol.

18. (Currently Amended) A method for transport agnostic pull mode messaging comprising, with respect to each of a plurality of clients of a user:

sending a corresponding first message from the client to a corresponding adapter using a corresponding first communication protocol;

receiving the corresponding first message at the corresponding adapter;

sending a response to the corresponding first message from the corresponding adapter to the client using the corresponding first communication protocol, the response to the corresponding first message indicating that the corresponding first message was received;

receiving the response to the corresponding first message at the client;

resending the corresponding first message from the client to the corresponding adapter if the response to the corresponding first message from the corresponding adapter is not received at the client within a predetermined time period;

generating a second message at the corresponding adapter based on and corresponding to the first message;

sending the corresponding second message from the corresponding adapter to a common server engine using a common second communication protocol; and

executing at least one instruction at the common server engine based on the corresponding second message, the at least one executed instruction including a query derived from the second message for particular ones of electronic communications to the user as already received and stored by the common server engine, the at least one executed instruction retrieving from a storage device the particular ones of the electronic communications to the user according to the query and sending the retrieved electronic communications to an endpoint comprising another first client of the user different from the first client of the user corresponding to the query, the endpoint being identified by the user in the first message by way of an identifier of the endpoint, the common server engine for determining the endpoint from the identifier thereof from the second message and storing the retrieved electronic communications in a queue corresponding to the determined endpoint, the determined endpoint accessing the queue and pulling the stored electronic communications therefrom;

the first communication protocol corresponding to each client being different from the first communications protocol corresponding to every other client, each corresponding adapter being constructed to communicate with the corresponding client according to the corresponding and differing first commutation protocol, every adapter being constructed to communicate with the common server engine according to the common second communication protocol, each first adapter being local to the common server engine and remote from the corresponding first client.

19. (Original) The method of claim 18, wherein the first communication protocol is different from the second communication protocol.

20. (Original) The method of claim 18, wherein executing the at least one instruction comprises storing data associated with the second message in a storage device.

21. (Previously Presented) The method of claim 20, wherein storing the data in the storage device comprises:

determining if the second message is a duplicate message already stored; and

rejecting the second message if it is a duplicate.

22. (Original) The method of claim 20, wherein the storage device comprises a queue associated with an endpoint.

23. (Original) The method of claim 22, wherein the endpoint is associated with the client.

24. (Original) The method of claim 22, wherein the endpoint is associated with at least one of a user, a client, and an application different from the client.

25-27 (Canceled)

28. (Original) The method of claim 18, further comprising generating the first message prior to sending the first message, the first message comprising a unique message identifier.

29. (Original) The method of claim 18, further comprising determining at the adapter or the server engine if the received first message is a duplicate of an already received message.

30. (Original) The method of claim 18, wherein sending the first message from the client to the adapter comprises:

generating a client specific unique identifier corresponding to the first message;
storing the client specific identifier; and
sending the client specific identifier along with the first message to the adapter .

31. (Original) The method of claim 18, wherein the response comprises a client specific unique message identifier, and further comprising verifying the received client specific identifier corresponds to a stored client specific identifier.